

LUXOR™

Pharaoh's Challenge



Numbo
Jumbo™

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

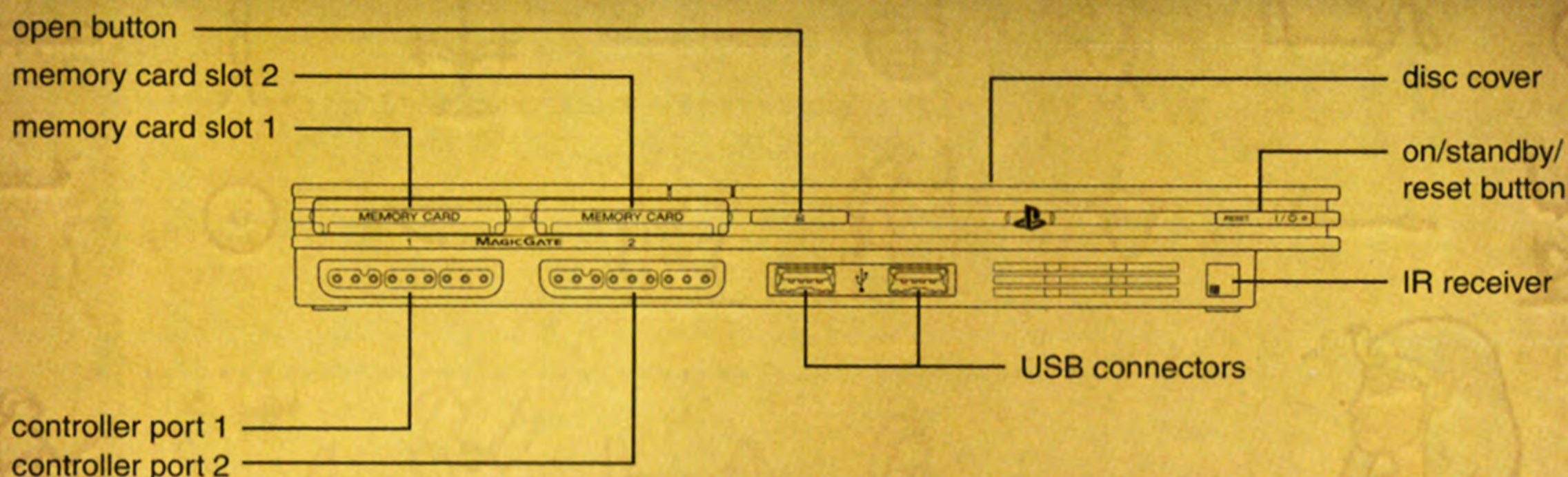
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *LUXOR: Pharaoh's Challenge* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

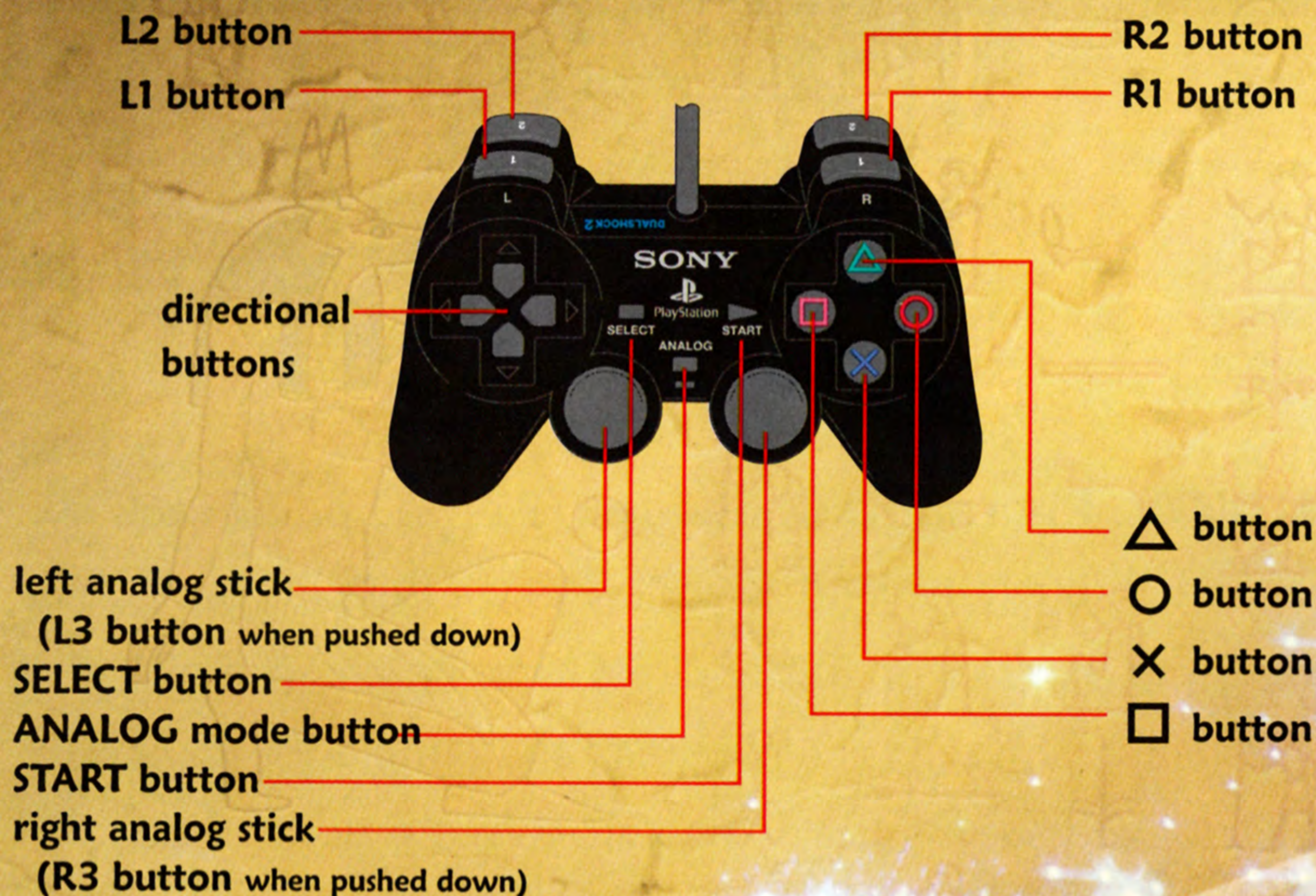
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Introduction



LUXOR: Pharaoh's Challenge takes you on a beautiful voyage through the land of ancient Egypt with 88 gorgeously rendered levels of brilliantly displayed crisp and stunning graphics set amongst the pyramids and temples of ancient Egypt. Use your mystical winged scarab to shoot and destroy the approaching magical spheres before they reach the pyramid at the end of their path. And to help you shoot down those enemy spheres, LUXOR: Pharaoh's Challenge features more explosive power-ups than ever before!



Controls

Game Controls

Analog stick

Directional buttons

⊗ button

⊙ button

L1 button

R1 button

Start button

Left-Right Shooter Movement

Left-Right Shooter Movement

Fire Current Sphere

Swap Current Sphere with Next

Quick Move Left

Quick Move Right

Pause Menu

Menu Controls

Directional buttons

⊗ button

⊙ button

Menu Navigation

Confirm

Back

Main Menu

Start

The Start Menu allows you to start a new game or to continue an existing one. When choosing to start a new game you are given a choice of three different types of games: Adventure, Endless Tomb or Practice.



Adventure – Travel along a path leading from the Nile delta deep into Egypt. The path is divided into many stages, each containing multiple levels. When one level is completed the next level becomes available to play. As you progress a fantastical tale of Egyptian gods and a brave hero is revealed.

When starting a new Adventure game, there are three levels of difficulty to choose from: Casual, Gamer or Hardcore.

Endless Tomb – This game type allows you to select and play any individual level completed in Adventure. Each time you fill the Progress Bar, the difficulty level automatically increases. Your goal is to try to achieve the highest score before spheres inevitably reach the pyramid, ending your game.

Practice – This game type allows you to select and play any individual level completed in Adventure through successive waves of spheres, each increasing in difficulty from the one before.





Main Menu

Profiles

You can have up to four different profiles per memory card, and can access and manage these profiles from the Profiles Menu. If no profile exists when the title is started, a default one is automatically created. Alternatively, if one or more profiles do exist, the one most recently played is automatically loaded.

Rankings

This displays the rankings and statistics for all profiles on the memory card.

My Badges

This screen displays badges earned by achieving certain goals during a game (e.g. not losing any lives for five levels). There are 25 different badges that you can attain.

Options

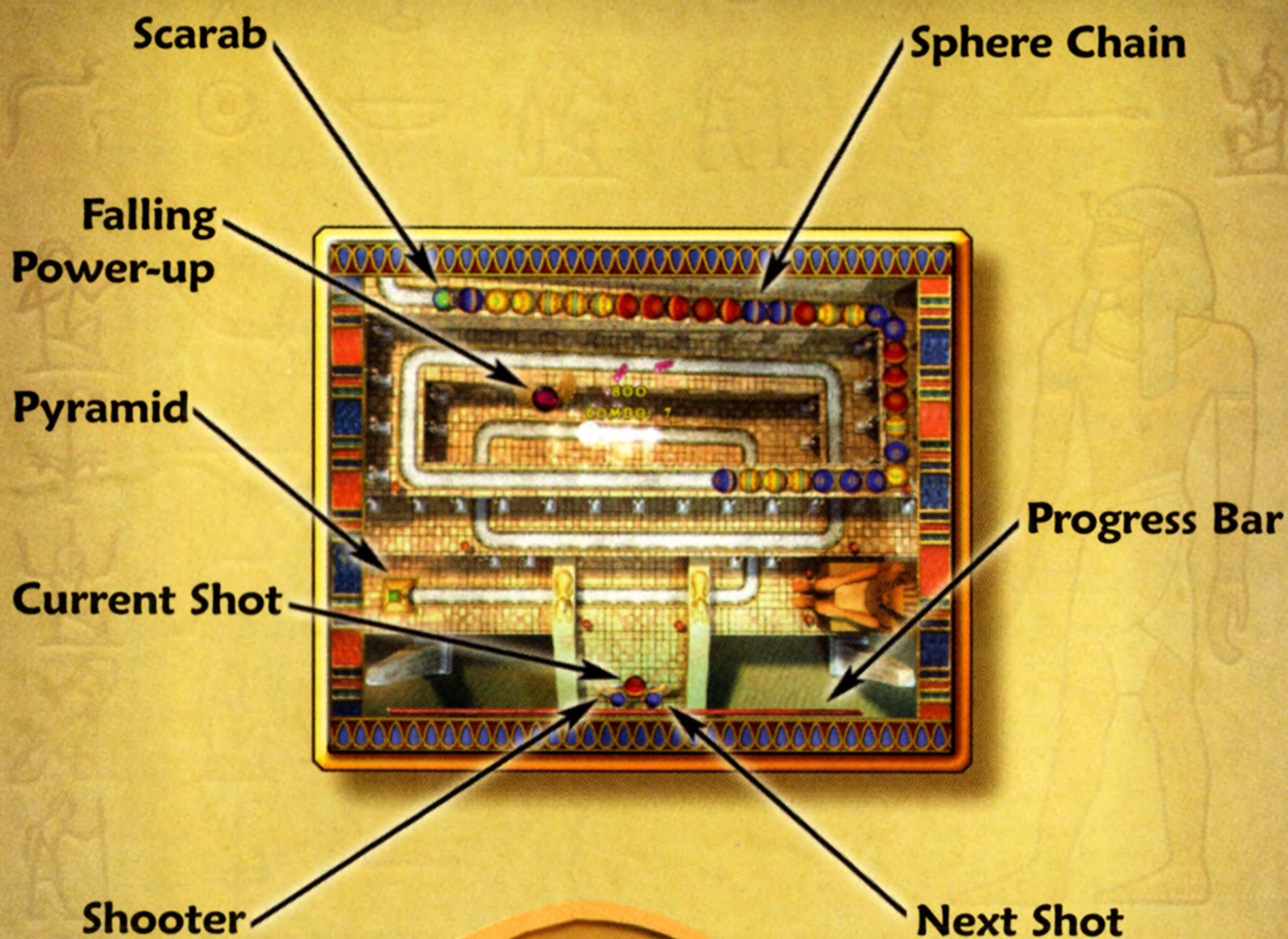
The Options Screen lets you adjust music volume, effects volume plus view the “How to Play” screens or the game’s credits.

Music Volume – When this menu item is highlighted you can use the left and right directional buttons to change the volume of the music.

Effects Volume – When this menu item is highlighted you can use the left and right directional buttons to change the volume of the sound effects.



Game Screen





How to Play

Chains of spheres are pushed along a path by scarabs. You control the shooter at the bottom of the screen which can fire spheres towards the approaching chain. When a sphere collides with the chain it forces its way in at the point of impact. If the fired sphere creates a set of three or more spheres of the same color, all of the touching like-colored spheres are removed.

If any sphere enters the pyramid at the end of the path, you will lose the level and a life!

Progress Bar

The Progress Bar at the bottom of the playing field fills up as you remove spheres (either through matches or by using power-ups). When the Progress Bar is completely filled, it turns to gold and no new sphere chains will enter the playing field. All that remains to win the level is to remove any spheres remaining on-screen.

Power-ups

Power-ups drop down if you make three matches in a row. The power-ups appear at the point where the third match is made and fall down the playing field from there. You must catch power-ups before they fall off the playing field or they will be lost.

Power-up Ranks

Increasing your total score causes power-ups to become stronger. Each power-up can increase in rank three times.

Power-ups are divided into two types:
Instant Power-ups and Shooter Power-ups.



How to Play

Instant Power-ups

Instant Power-ups activate immediately when they are caught. Their effects last for only a short time and multiple power-ups can be used at the same time.



Reverse Motion

Spheres move backwards instead of forwards.



Slow Motion

All scarabs pushing the spheres slow down.



Stop Motion

All scarabs pushing spheres stop moving.



Speed Shot

Sphere-firing speed increases and a targeting beam appears.



Color Bomb

Spheres matching the color of the bomb are eliminated.



Scorpion

A scorpion races out of the pyramid, along the path, destroying any sphere that it touches.



Net

A net appears below the shooter, catching all falling objects while it lasts.



How to Play

Shooter Power-ups

Catching a Shooter Power-up transforms the sphere, currently in the shooter, into the relevant power-up. The power-up can then be fired like normal spheres or can be saved for later use by swapping to the next sphere in the shooter. However, if you have a Shooter Power-up ready to fire when you catch a new one, the newer power-up replaces the previous one.



Fireball

Destroys all spheres within its blast radius.



Lightning Bolt

Releases a bolt of lightning that travels in a straight line up the screen, destroying all spheres in its path.



Wild Card

Matches any two spheres it lands between, regardless of their color.



Lightning Storm

Destroys a number of random spheres.



Daggers

Each dagger destroys a sphere on contact.



Color Cloud

Changes all spheres within its radius to the color of the cloud.



How to Play

Blessings

Throughout Adventure mode, you will earn powerful blessings that will aid you in your journey. New blessings are earned when stages are completed and can be selected from the World Map screen or the Pause Menu. Up to three blessings can be activated at one time.

Lives



Ankh

At the start of a new game you have three lives (shown as a number of Ankhs). Additional lives can be earned by catching Ankh Coins (one extra life for every 30 coins caught).



Ankh Coin

Ankh Coins are created by removing four or more identically colored spheres in a single match.

Treasure

When an entire chain of spheres is eliminated, the scarab pushing it is destroyed in a shower of gems and treasure. Catch the falling treasure to earn huge bonus points. Different scarabs will also leave behind different power-ups when they are destroyed.





Credits

LUXOR: Pharaoh's Challenge

is developed by



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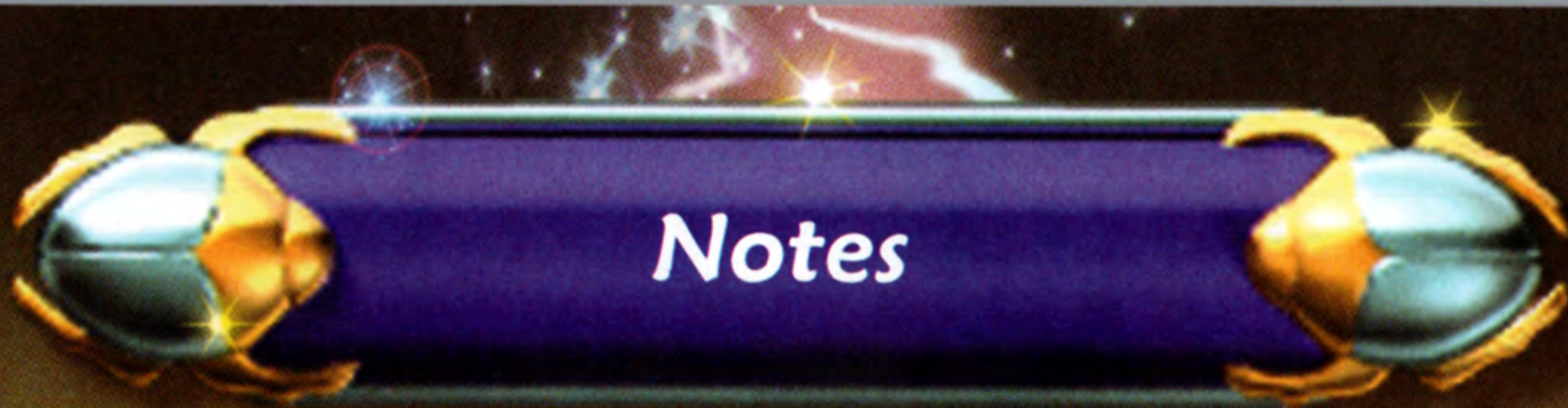
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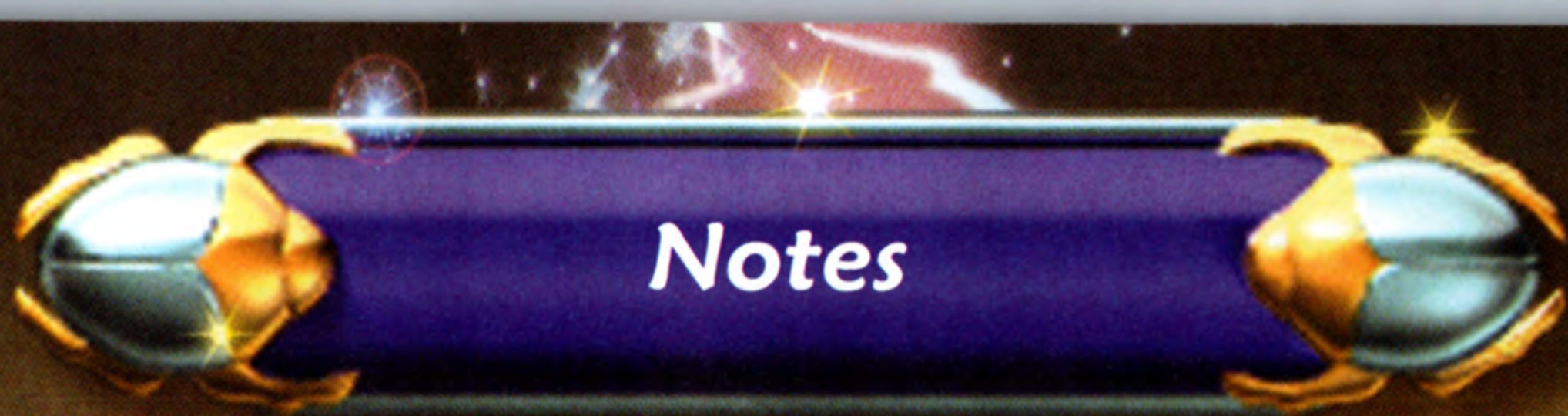
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Notes





Notes



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